BLOOD OMEN 2

THE LEGACY OF KAIN SERIES

15

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CRYSTAL DYNAMICS

EIDOS INTERACTIVE

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-50771

• 1 Player • Memory Card (8MB) (for PlayStation®2): 82KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

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Callers must legally be aged 16 or over.

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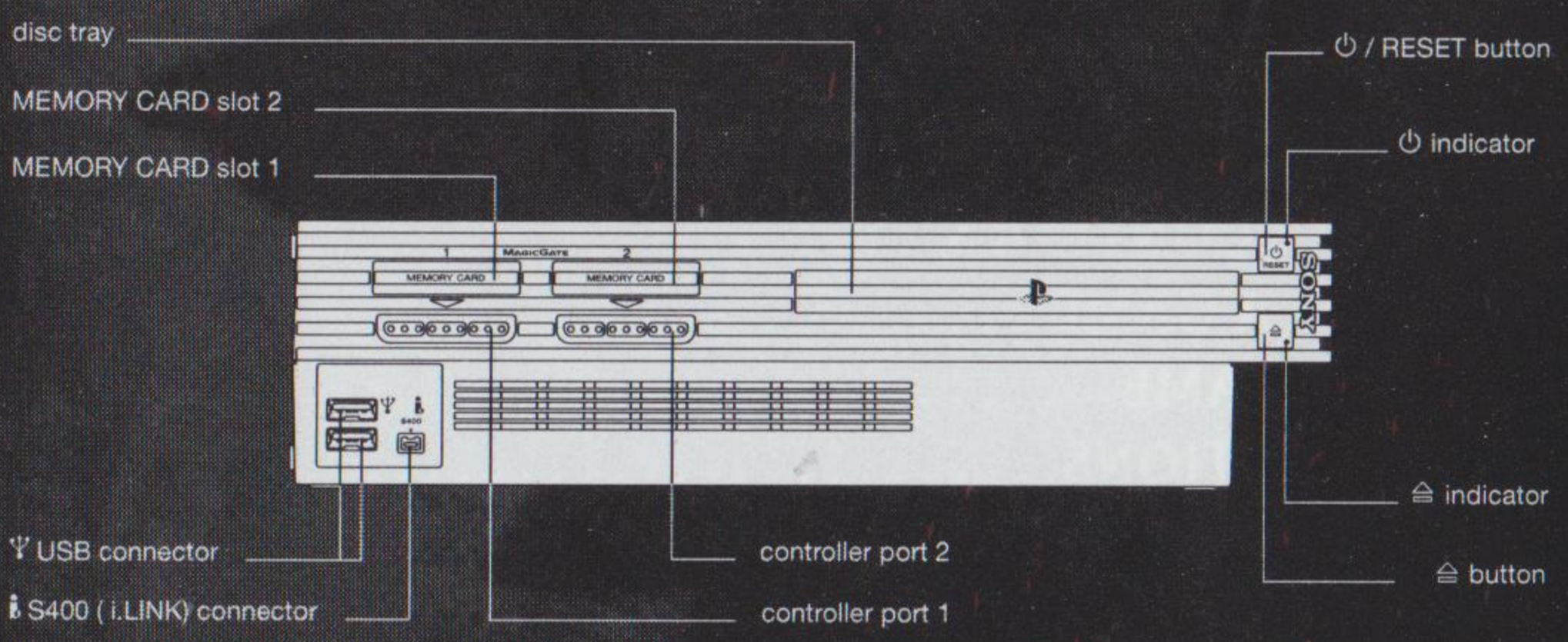
SETTING UP

PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM

It is advised that you do not insert or remove accessories or peripherals once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

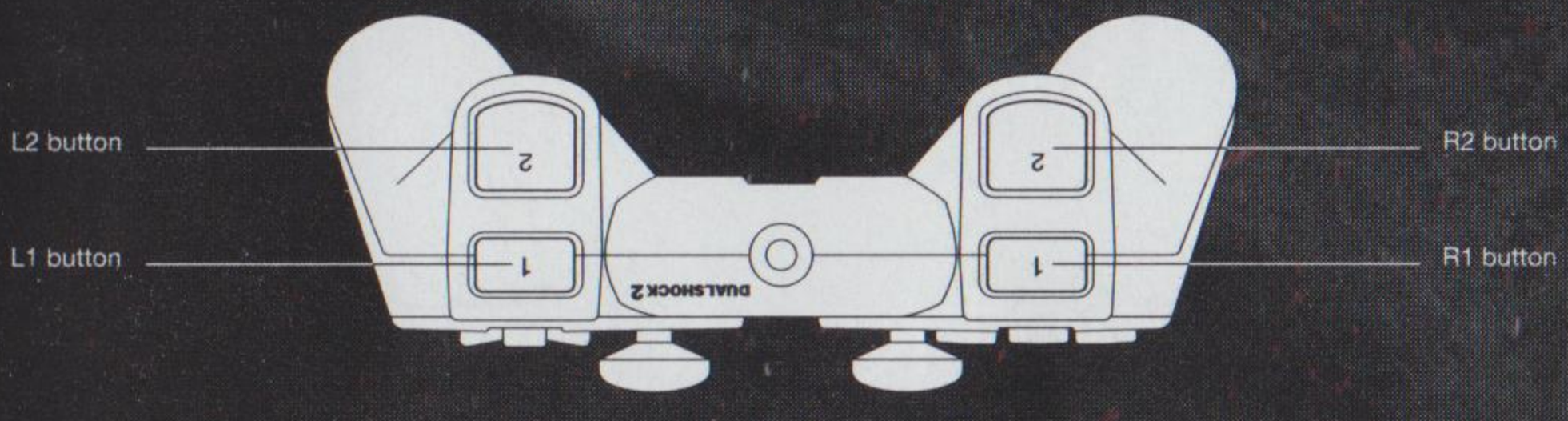


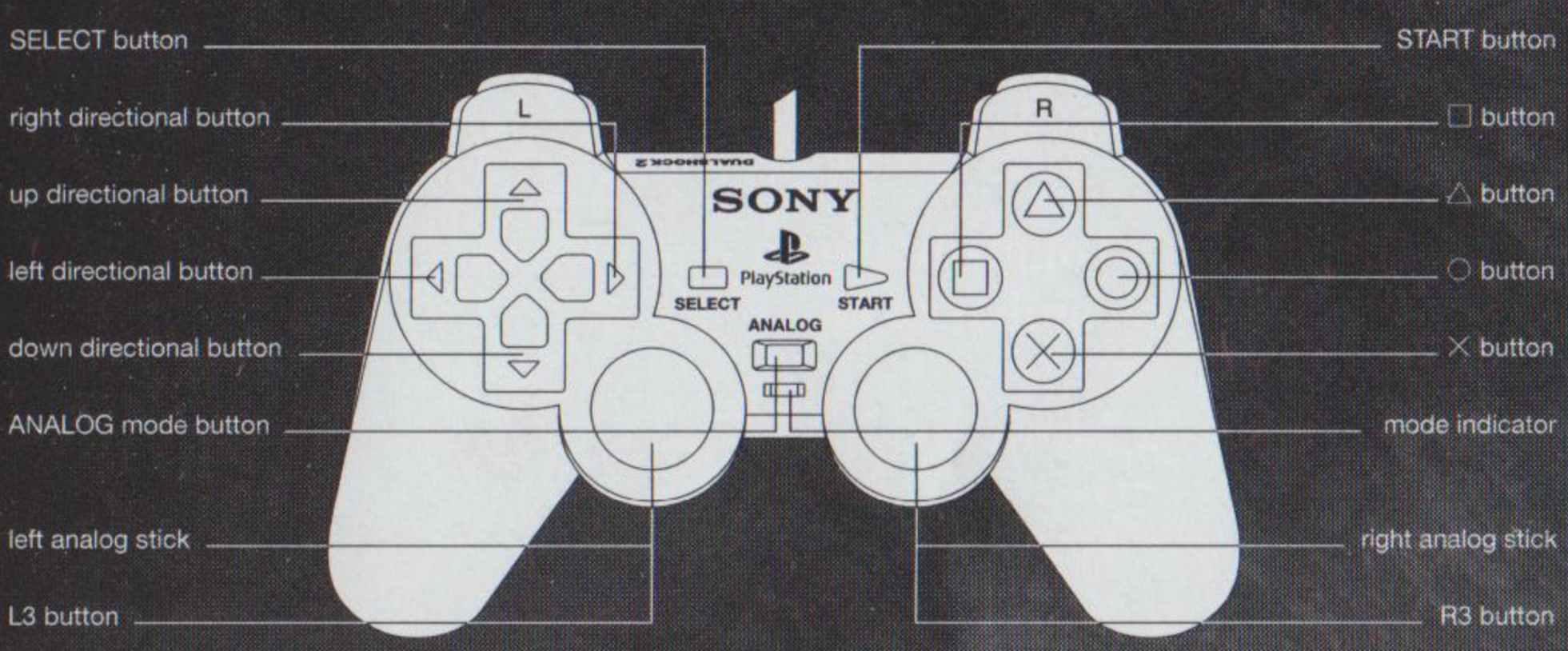
Set up your PlayStation®2 computer entertainment system according to the instructions in the Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the ⏻ /RESET button.

When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the BLOOD OMEN 2 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close.

Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

ANALOG CONTROLLER (DUALSHOCK®2)





BLOOD OMEN 2 is best played with the analog controller (DUALSHOCK®2). The controller should be connected to controller port 1. When using an analog controller (DUALSHOCK®2), the default setting will be ANALOG mode (mode indicator: red)

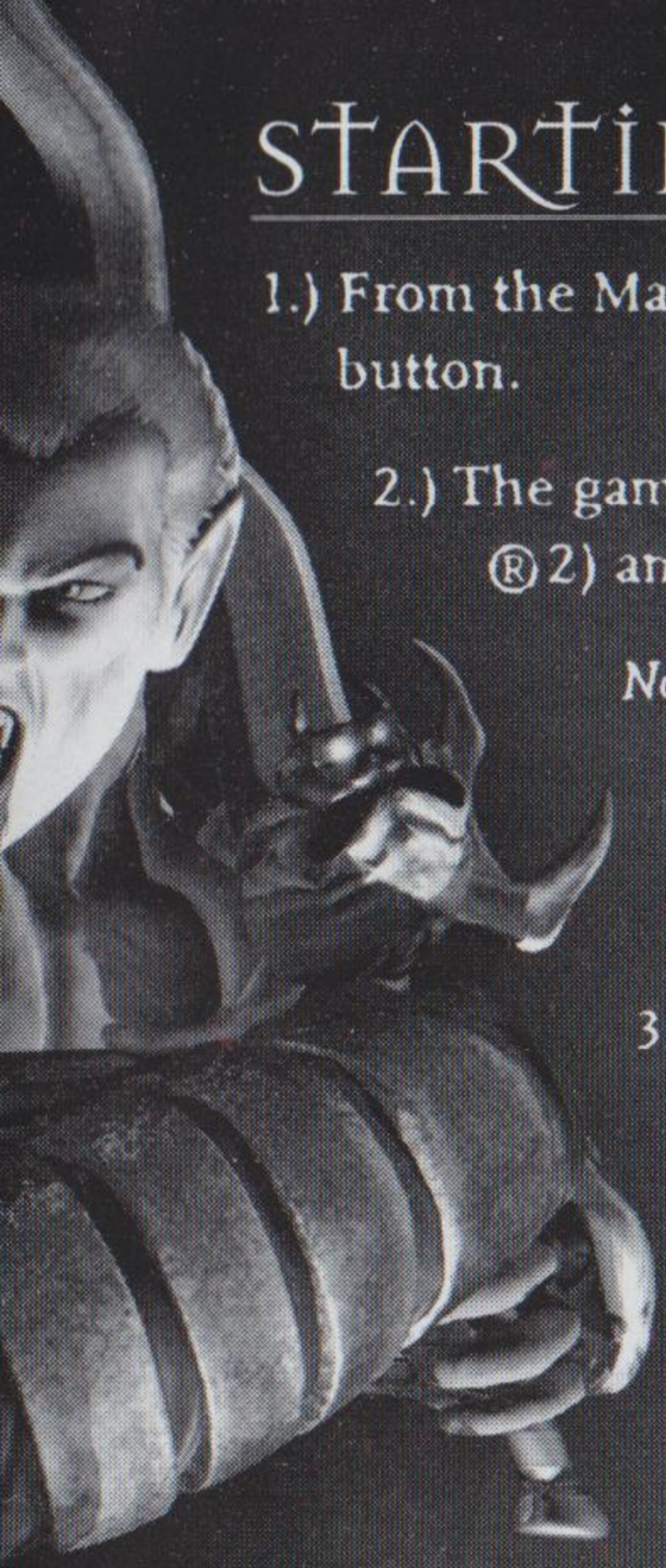
When Vibration mode is ON, the controller will vibrate in response to game events. You can toggle Vibration mode ON/OFF from the Options menu.

GENERAL CONTROLS

START button	Starts game; Pause/Resume
directional buttons ⬆⬇	Select menu item or directional buttons
⊗ button	Accept Menu Selection

GAMEPLAY CONTROLS

left analog stick	Moves Kain
right analog stick	Moves camera; selects Dark Gift
directional buttons ⬅➡	Toggle between enemies in combat mode
⊗ button	Jump
Jump + ⊗ button	Hold while in mid air for Kain to glide
□ button	Action Button: Attack with claws or weapon; attack combos (multiple tap); pick up weapon, open door, activate switch, push or pull block.
△ button	Hold down to perform Blood Suck; grab enemy while in combat mode. Hold down to open Lore and Vampiric Weapon Chests.
○ button	Use Dark Gift
R1 button	Hold down to auto-face an opponent in combat mode
L1 button	Block
L2 button	Opens Dark Gift menu
R2 button	Not used



STARTING A GAME

1.) From the Main Menu Screen, select, "START GAME" and press the ⊗ button.

2.) The game will check for a memory card (8MB) (for PlayStation ®2) and check the data on it.

Note: If you don't have a memory card (8MB) (for PlayStation ® 2) in MEMORY CARD slot 1, you will see a warning message. Follow the directions to play without a memory card (8MB) (for PlayStation® 2).

3.) Highlight "NEW GAME" for a new game or highlight the saved game you want to play and press the ⊗ button.

Note: You MUST have a memory card (8MB) (for PlayStation® 2) to save your progress. BLOOD OMEN 2 is an epic game. We highly recommend using a memory card (8MB) (for PlayStation® 2). A Blood Omen 2 game save requires 82KB of free space on your memory card (8MB) (for PlayStation® 2).

4.) On the Choose Blocking Type Screen, select which option you would like to play and press the ⊗ button to start your game.

SAVING A GAME

As you explore the world of Nosgoth, you will notice ancient symbols on the ground that light up when Kain steps over them. These are called Checkpoints. Once Kain activates a Checkpoint, you will be able to save all your progress up to that point.

TO SAVE A GAME:

1.) Press the START button to pause the game.

2.) Use the directional buttons to select "SAVE GAME" and press the ⊗ button.

3.) Highlight "NEW SAVE GAME" for a new game or highlight the saved game you wish to overwrite and press the ⊗ button.

4.) If your memory card (8MB) (for PlayStation® 2) is unformatted, you will be given an option to format it or exit the save process.

5.) Your saved game will appear. Select the "EXIT" option and press the ⊗ button to return to gameplay.

6.) To resume a saved game, use the steps in "Starting A Game" (above). When you resume a saved game, all of Kain's progress is restored up until the last activated checkpoint.

SETTING OPTIONS

TO OPEN THE OPTIONS MENU:

1.) Select "OPTIONS" from the Main Menu; or press the START button to pause during a game, highlight "OPTIONS" and press the ⊗ button.

2.) Highlight the "VIBRATION" option and press the ⬅ ➡ directional buttons to toggle the vibration function of the analog controller (DUALSHOCK®2) ON or OFF.

3.) Highlight the "BLOCKING" option and press ⬅ ➡ directional buttons to toggle between the ASSISTED and SKILLED blocking modes.

4.) Highlight the" SOUND" or "MUSIC" option and press ⬅ ➡ directional buttons to adjust their respective volume levels.

5.) AUDIO - Use the ⬅ ➡ directional buttons to choose STEREO or SURROUND depending on your system's audio configuration. Choose SURROUND only if you are using a Dolby Surround Sound™ receiver. If you select SURROUND without a Dolby Surround Sound™ receiver, audio errors may occur.

6.) Highlight the "EXIT" option and press the ⊗ button to exit the Options menu.

Note: you can create up to a maximum of 10 Blood Omen 2 save files on your memory card (8MB) (for PlayStation®2). Each of these save files requires 82KB of free space on your memory card (8MB) (for PlayStation®2).

You can, however, overwrite any of your previous save files by highlighting them in the save game menu using the ⬆ ⬇ directional buttons and then pressing the ⊗ button to confirm.

IN A WORLD...

"My armies are all slain. My castle lies in ruins. My enemies have taken everything from me, all my wealth and power. But they could not kill me. I still walk the earth, weak but alive. They have taken everything but the beating of my undead heart. Now they will learn of fear, these mewing babies who thought they could destroy me. I shall regain my powers, and I shall come to them in the night. And my visits shall not be kind."

The story of Blood Omen 2 takes place two hundred years after Legacy of Kain: Blood Omen, and several centuries before the events of Legacy of Kain: Soul Reaver. The vampire Kain awakens in a strange city with almost no memory of his former self. Another vampire, Umah, has taken him in and revived him to health after a deadly battle that Kain barely remembers. He is weak, and has lost most of his former power. Worse still, his weapon, the Soul Reaver, is missing. Umah begins to fill Kain in on the recent past, and pieces of Kain's shattered memory return.

Since the events of Legacy of Kain: Blood Omen, Kain had become a commander of an army bent on ruling the land of Nosgoth. In response to his rise to power, another faction appeared in the land: The Sarafan, a group of militant humans led by a mysterious and powerful figure, the Sarafan Lord. Determined to wipe out the vampire threat, the Sarafan clashed with Kain's army for years. This war ended with the Sarafan finally triumphant over Kain's army, and with Kain and the Sarafan Lord locked in mortal combat. The Sarafan Lord won this battle, stripped the Soul Reaver from Kain, and threw him off a cliff to his apparent death.

Umah tells Kain that his body was found and revived, and he has been brought to the capital of Nosgoth, the city of Meridian. Kain has been unconscious for over two hundred years, and in this time, the Sarafan have taken fascist control of most of Nosgoth. Vampires have formed a small resistance, called the Cabal, in Meridian to undermine the Sarafan. It is this resistance that Kain is now a part of. The goal of the resistance is simple: kill the Sarafan Lord, and the Sarafan will crumble. Because the Sarafan do not know of Kain's existence, he becomes the perfect agent to find and kill the Sarafan Lord. Kain agrees to help the Cabal for the time being, but he fully intends to follow his own agenda, and seek revenge however possible...

CHARACTERS

KAIN:

The nobleman turned vampire who is seeking to regain control of the land of Nosgoth. This is his story...

SARAFAN LORD:

The evil warlord who controls Nosgoth's capital city, Meridian. It was he who resurrected the Sarafan armies and defeated Kain 200 years ago.

UMAH:

A lieutenant of the Cabal, the vampire resistance in Meridian. She acts as both guide and friend to Kain.

VORADOR:

The leader of the vampire resistance and an old "friend" of Kain's. Kain doesn't completely trust him and reluctantly accepts his help. Throughout the game, Vorador will give aid and direction to Kain, sometimes using The Whisper, a natural ability of vampires to speak to each other across great distances.

SEBASTIAN:

One of the Kain's old vampire acquaintances now helping the Sarafan. Seek him out in the Industrial Quarter level.

MARCUS:

Another of the traitorous vampires working with the Sarafan. He can be found in the Upper City level. Beware his psychic abilities.

FAUSTUS:

The first of the enemy vampires Kain will meet, Faustus can be found in the Smuggler's Den.

MAGNUS:

This vampire has gone mad inside the Eternal Prison. Kain will have to defeat him before he can leave.

THE SEER:
A mysterious witch who lives in the Canyons. Her origins are unknown.

GUARDS:
These are the basic guards of the Sarafan. They will attack Kain on sight.

KNIGHTS:
A step up from the Sarafan Guards, are the Sarafan Knights. They are more heavily armored and have better weapons.

GLYPH GUARDS/KNIGHTS:
More advanced than normal Guards/Knights, their armor is made with Glyph magic and alerts them to Kain's presence. It is almost impossible to kill these enemies in Stealth Mode.

DEMON ENEMIES:
As Kain progresses through the game, unfriendly supernatural creatures begin to show up. There seems to be some connection with the appearance of these creatures and the appearance of more Glyph energy.

WAYS TO KILL

HAND-TO-HAND COMBAT
When an enemy or non-aggressive character is near, Kain can engage them in battle by entering into combat mode. By autofacing the enemy in combat mode, Kain can not only strike but move more easily and laterally around enemies, making it possible to dodge blows and swiftly counter-attack.

TO AUTOFACE:
1.) Stand next to an enemy or non-aggressive character and hold down the R1 button. As long as it is held down, Kain will autoface the closest enemy. All of the following actions can be performed while autofacing.

TO FACE A DIFFERENT ENEMY:

1.) Press the directional buttons ⬅ ➡ in the direction of that enemy.

TO STRIKE AN ENEMY:

1.) Press the ▢ button to deliver a light attack with Kain's claws or with the weapon he's holding.

2.) Tap the ▢ button repeatedly to execute a combination of claw strikes or weapon attacks.

TO GRAB AN ENEMY:

1.) Press the △ button to lunge at the opponent. If the lunge is successful, Kain will grab the enemy and pick them up by their throat.

Note: when an enemy is tired or breathing heavily, it is a perfect time to grab them.

2.) Once Kain has the enemy by the throat, pressing the ▢ button or up on the left analog stick + the ▢ button will allow Kain to perform primary and secondary strike attacks while he holds the enemy.

3.) While grabbing an opponent, pressing the △ button again will make Kain throw the enemy.

TO BLOCK AN ENEMY'S ATTACK:

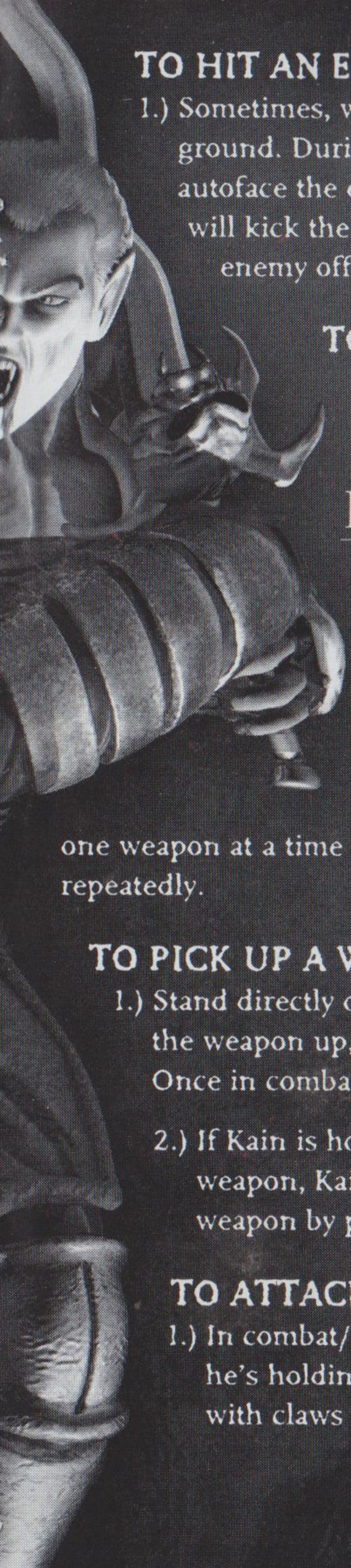
1.) If the Assisted Blocking option is selected, hold down the L1 button to block all attacks

2.) If the Skilled Blocking option is selected, tap the L1 button to block each attack.

3.) Some enemies have attacks that cannot be blocked. Watch out for these!

TO QUICKLY SIDESTEP AN ENEMY'S ATTACK:

1.) Press left and right on the left analog stick + the ⊗ button to quickly sidestep back and forth. If used properly to dodge an enemy's attack, that enemy will instantly be vulnerable to a quick claw-strike.



TO HIT AN ENEMY WHILE THEY'RE DOWN:

1.) Sometimes, when an enemy is almost dead, it will crawl around on the ground. During that time, Kain can deliver one final blow. Continue to autoface the enemy and press the ▢ button. If Kain is unarmed, he will kick the enemy. If Kain is holding a weapon, he will finish the enemy off with a final blow.

TO DRAIN THE BLOOD OF A DEAD ENEMY:

1.) Stand over the enemy and hold down the △ button.

PICKING UP/ USING WEAPONS

Throughout the game, Kain will encounter a variety of enemies with a variety of different weapons. After dispatching these enemies, Kain can pick up their weapon and use it in battle. In some levels, you will also find weapons lying on the ground. Kain can only hold one weapon at a time and weapons will eventually break after being used repeatedly.

TO PICK UP A WEAPON:

1.) Stand directly over the weapon and press the ▢ button. Kain will pick the weapon up, and attach it to his belt or strap it behind his shoulder. Once in combat mode, Kain will pull out the weapon.

2.) If Kain is holding a weapon but stands over another available weapon, Kain can drop his current weapon and pick up the new weapon by pressing the ▢ button.

TO ATTACK WITH A WEAPON:

1.) In combat/autoface mode, Kain will attack with whatever weapon he's holding by pressing the ▢ button. There is no way to attack with claws while Kain is holding a weapon.

DARK GIFTS

In addition to physical superiority, vampires also possess Dark Gifts. These are their supernatural abilities, with each vampire having unique powers. At the beginning of the game, much of Kain's former power has been weakened during his long hibernation. But he does begin with two Dark Gifts, the Mist Form and Fury Power.

Since only vampires possess Dark Gifts, draining their life force allows Kain to absorb their Dark Gift. As he advances through the game, Kain will gain five more Dark Gifts.

TO SELECT AND USE A DARK GIFT:

1.) Press and hold down the L2 button to bring up the Dark Gift Menu.

2.) Use the right analog stick to highlight the Dark Gift you want to use.

3.) Press the ◎ button to enable the Dark Gift mode.

4.) Once a Dark Gift has been enabled, press the ⊗ button to cancel the Dark Gift mode and return to normal gameplay.

DARK GIFTS

MIST –

Kain has the ability to assume a Mist form and become nearly invisible. While standing in a low level of mist, press the ◎ button to enter Mist form and sneak up on your enemies from behind. If Kain sneaks up behind an enemy whilst in Mist form and enters autoface mode, a skull graphic will appear above the enemy's head. When this happens, press the ▢ button or left analog stick toward the enemy + the ▢ button to execute one of Kain's special Stealth Kills. You can also use Mist form to escape a group of pursuing enemies. However, if you move Kain in front of an enemy, it will sense Kain and attack.

JUMP –

Kain can use this to jump great distances. Press the ◎ button to enter Jump mode. Translucent after-images of Kain will appear showing where you can jump to. Use the left analog stick to move the cursor around. If the cursor turns purple, the jump is possible; red means that Kain can jump attack an enemy; and white indicates that a jump is not possible. Press the ◎ button again when you are ready to execute the jump. Use Jump mode when you see a ledge that is too far to reach by normal means.

CHARM –

All non-aggressive characters can be charmed with this power. In Charm mode, Kain is able to take complete control of another character and move him or her around up to a certain distance. Press the ◎ button to enter Charm mode and use the left analog stick to aim the cursor at the character you want to control. Once a character is selected, press the ◎ button again to Charm. Kain can use this power to make characters do things he would not normally be able to do.

TELEKINESIS –

Kain can activate certain switches using only his mind. Press the ◎ button to enter Telekinesis mode and then use the left analog stick to aim the cursor at what you want to activate. Once a switch is selected, press the ◎ button again to activate the switch.

Note: The following three gifts can only be used when a certain percentage of Kain's Rage meter is full.

FURY –

This allows Kain to perform a stronger and more powerful attack using claws or weapons. Once Fury has been selected from the Dark Gift Menu, block enemy attacks until Kain begins to glow. Then, while still in Autoface mode, press the ◎ button to perform the Fury attack.

BERSERK –

This allows Kain to perform a speed attack. Once Berserk has been selected from the Dark Gift Menu and Kain enters Autoface mode, he will begin to glow. Then, press the ◎ button to perform the Berserk attack in Autoface mode.

IMMOLATE –

Kain can destroy some enemies without touching them. The Immolate power, when cast upon an enemy, will cause it to light on fire. With Immolate selected and the Rage Meter fully powered up, autoface an enemy and press the ◎ button to immolate it.

INTERACTING WITH OBJECTS

FLIPPING SWITCHES

Switches activate doors and many other things. Some switches can be turned on and off by a lever, some can simply be pressed and some are activated by

the turning of a wheel. To activate a switch, stand in front of the switch and press the ▣ button. In the case of wheel switch, you may need to press the ▣ button several times to have Kain turn the wheel the correct amount of times. Remember, not all switches can instantly be activated. Sometimes, you need to do something else before you can activate a given switch.

Glyph switches are levers that, when activated, send a glowing green energy along a Glyph line to make something turn on or off. If you follow the green energy traveling along the Glyph line, you can trace it to what the switch has activated.

Some switches are in places that Kain cannot reach. Consider using some of Kain's Dark Gifts to activate these switches.

OPENING DOORS

Some doors can be opened easily by Kain, without the help of switches. To find out if a door can be opened, stand in front of it and, if the door glows a whitish colour, it means it can be opened. Press the ▣ button to open the door.

CLIMBING LADDERS

All ladders can be climbed. Use the left analog stick to manoeuver Kain so that he walks in front of the ladder. Once Kain grabs onto the ladder, press the left analog stick in the UP direction to climb up.

MOVEABLE BLOCKS

Some blocks can be moved around to allow Kain access to something previously unavailable. Stand next to the block and, if the block is moveable, it will glow a whitish colour. Press the ▣ button to push or pull the block. Note that all moveable blocks can only be pushed forward or pulled backwards. If Kain needs to move a block in a different direction, he will have to stand on the other side of the block.

GLYPH BATTERIES

These are egg-shaped Glyph energy containers that can be pushed like blocks and used for completing a circuit or blowing something up to solve a puzzle. Glyph Batteries explode rather easily.

OBTAINABLE OBJECTS

Besides weapons, there are some objects that can be collected by Kain throughout the game. The objects are:

1.) **Lore Chests/Coffers** – These are ancient vampire artifacts that Kain can collect to increase his own lore. To open a Lore Chest, stand in front of it and hold down the △ button.

2.) **Vampire Weapon Power-Up Chest** – These will increase the power of whatever weapon Kain is holding. To open a Vampire Weapon Power-Up Chest, stand in front of it and hold down the △ button.

3.) **Nexus Stone** – Found only in the Industrial Quarter level, the Nexus Stone will give the wearer a special power.

THE HEAD'S-UP DISPLAY

The Head's-Up Display (HUD) appears in the upper-left corner of the screen. This is where you can monitor Kain's current life force, his vampiric Lore, the visibility of enemies, and his Rage Meter.

1.) **Blood Meter/Life Force** – This is the leftmost vial. As Kain takes damage, his blood decreases and conversely, as Kain drinks blood, his life force increases. When the blood meter is empty, Kain dies and restarts at the last activated checkpoint. Please note that blood is constantly being used and the Blood Meter gradually decreases over time.

2.) **Lore Meter** – This is the vial to the right of the Blood Meter that fills with purple as Kain increases his Lore. If Kain is able to fill his Lore Meter by collecting magical energy from Coffers and by sucking the blood of his victims, his Blood Meter will increase.

3.) **Rage Meter** – This is the topmost meter that extends to the right of the screen and fills with blue as Kain's Rage increases. Every time Kain blocks an enemy attack, his Rage goes up.

4.) **Dark Gift Indicator** – This is the circular gauge in between the 3 meters. It displays what Dark Gift Kain has selected.

5.) **Weapon Icon** – Appearing under the Rage Meter, this icon shows the weapon Kain is using. The icon glows red when it is close to breaking.

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Magnus: Rodger Bumpass
The Seer: Liz Ward-Land
The Beast: René Auberjonois

Additional Voices:

Al Laurie BJ Ward Earl Boen Frank Welker Jane Carr
Liz Ward-Land Nick Guest Nick Jameson Paul Lukather
Philip Proctor Rodger Bumpass Simon Templeman

RECORDING DIRECTOR

Gordon Hunt

CASTING DIRECTOR

Kris Zimmerman

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Web Support at www.eidosinteractive.co.uk

Technical Helpline 0870 9000222

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Eidos Interactive Ltd
Customer Service Department
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1 Hartfield Road
Wimbledon
SW19 3RU

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out now

sometimes, in order to complete your journey,
you have to go back to its beginning.

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